

**IBM**

BRINGS YOU

**Crayola**

# First Ladies Costume Maker

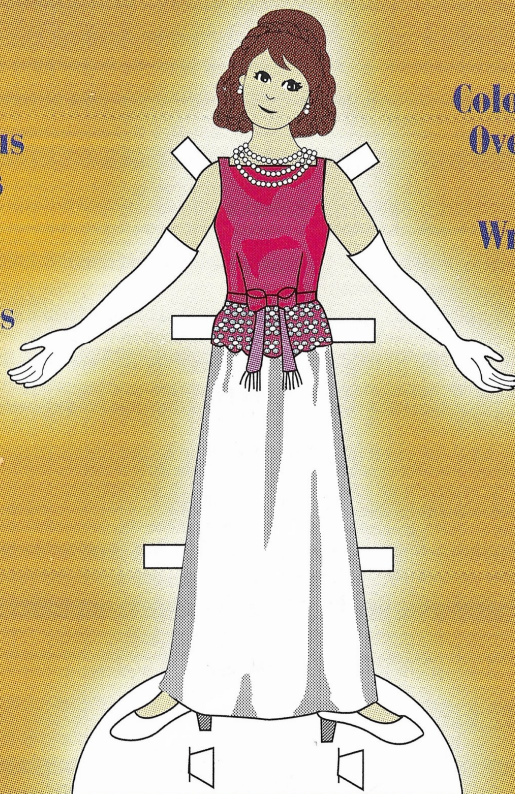
Design First Lady Fashions for Paper Dolls

★  
Learn  
about Famous  
First Ladies

★  
Read and  
Write Diaries

★  
Color and Decorate  
Over 60 Fashions

★  
Write Letters on  
Elegant  
Stationery



WIN/MAC  
CD-ROM

EVERYONE



AGES  
6-12

®

## User Guide

### Windows® 3.1 and 3.11

#### Setup:

1. Quit any open applications.
2. Insert the CD-ROM.
3. From the **Program Manager** click File | Run.
4. Type **d:\setup** (where **d** represents CD-ROM drive).
5. Follow the on-screen instructions.

#### Starting:

1. Quit any open applications.
2. Insert the CD-ROM.
3. From the **Program Manager**, open the **IBM and Crayola** group.
4. Double-click the **First Ladies** icon.

### Windows® 95

#### Setup:

1. Quit any open applications.
2. Insert the CD-ROM.
3. a) If your computer has AutoPlay enabled, the setup introduction will appear.  
b) If your computer doesn't have AutoPlay enabled, click Start | Run. Type **d:\setup** (where **d** represents CD-ROM drive).
4. Follow the on-screen instructions.

#### Starting:

1. Quit any open applications.
2. Insert the CD-ROM.
3. a) If AutoPlay is enabled on your computer, the program will start up automatically.  
b) If your computer doesn't have AutoPlay enabled, click Start | Programs | **IBM and Crayola | First Ladies**.

### Macintosh®

#### Installation:

1. Quit any open applications.
2. Insert the CD-ROM.
3. Double-click the **First Ladies** installer icon.
4. Follow the on-screen instructions. The installer will create an **IBM and Crayola** folder for your hard drive. Inside will be a **First Ladies** folder.

#### Starting:

1. Quit any open applications.
2. Insert the CD-ROM.
3. Open the **IBM and Crayola** folder, and then open the **First Ladies** folder inside.
4. Double-click the **First Ladies** icon.

*First Ladies Costume Maker* CD-ROM works as a stand-alone program and as a supplement to *Magic Wardrobe*. If you have already installed a copy of *Magic Wardrobe* on your machine, we recommend that you install *First Ladies Costume Maker* CD-ROM in the same location. That way you can enjoy all 16 time periods combined in one program, accessible from the *First Ladies Costume Maker* CD-ROM.

#### MINIMUM REQUIREMENTS

Windows® 3.1, 3.11 or  
Windows® 95  
486DX 66MHz PC or better  
(Pentium® recommended)  
8MB RAM (16MB RAM  
recommended)  
SVGA monitor (640x480,  
256 colors)  
10MB hard disk space  
Windows-compatible sound card  
Microsoft®-compatible mouse  
2x CD-ROM drive or better  
Printer

Macintosh®  
System 7.1 or later  
8MB RAM  
(16MB Power Macintosh®)  
Monitor 640x480, 256 colors  
10MB hard disk space  
2x CD-ROM drive or better  
Printer

## The Story of the First Ladies Costume Maker

I knew that yard sales could be fun, but I never expected to find such a treasure!

One day last summer, my mom and I got up at 7:00 on a Saturday morning so we'd be the very first ones at the yard sale. We put on our special yard sale clothes—matching flowered dresses we'd bought the last time we went bargain hunting!

As soon as we arrived, there it was: an antique wardrobe, big as a friendly old bear and looking like it ought to come home with us. Really, it was as tall as a bear on her hind legs. And with all that dust on it, that wardrobe looked almost furry! "We need it," I told Mom, and at first she laughed. "Do we need it, or does it need us?" she asked. I could see what she meant: it wasn't exactly the newest-looking piece of furniture, but still, I had a special feeling about it...

As soon as we got the wardrobe home and unloaded it in my bedroom, I started work. Underneath the dirt I found the most adorable carved wood flowers. And there were so many drawers for clothes! First I scrubbed, then I used sandpaper to get out the scratches. I worked all day until dinnertime. The more I scrubbed, the more I saw: the wardrobe wasn't brown at all, but a gleaming bright gold color. It was so wonderful to see that old thing come alive again. Looking closer,

I saw some mysterious numbers carved underneath. And still I hadn't yet discovered its biggest secret.

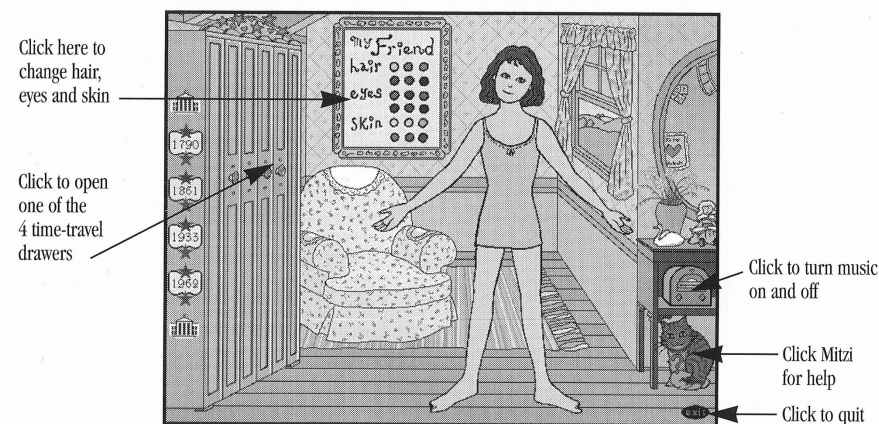
The next day I decided to work on the inside of the wardrobe. Its last owner, it seemed, had put some silly-looking wallpaper with quacking yellow ducks all over the inside, and I carefully peeled it off. Underneath were pictures of funny old-fashioned clothes and a multi-colored spinning flower.

And that's when it first happened. I touched the flower and heard the most puzzling magical music—something high-pitched and delicate, like a harpsichord playing! Before I knew it, I was back in time, dressed like a first lady! So far, I've been to the times of Martha Washington, Mary Todd Lincoln, Eleanor Roosevelt and Jacqueline Kennedy! And in each time, I've made a really good friend. I can't wait to go back and visit them again and again!

## How to Play

### Choose the place in history you want to visit

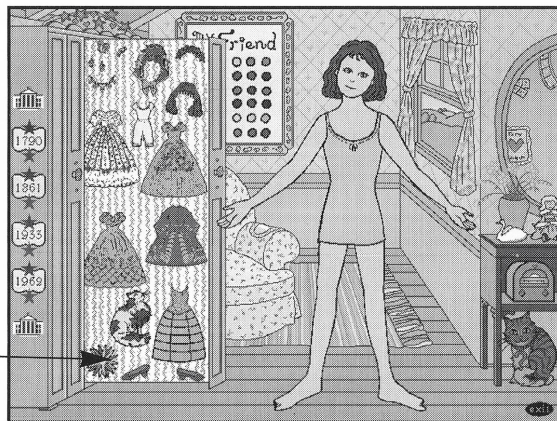
The fun starts in the Wardrobe Room. Each drawer in the wardrobe takes you to a different place in history—four places in all. Just open the drawer and touch the magic time-travel spinner inside to go back in time. Plus you can customize how you look!



Mitzi the cat has been everywhere in history and knows pretty much everything. She'll come time-traveling with you to show you around. When you arrive someplace for the first time, she'll tell you what there is to do. Click your mouse to let her know that you're okay on your own, and she'll stop her tour.

## Wardrobe Room (time-travel drawer open)

Click the time-travel spinner to go back in history



## Explore the historical room

Click to open drawer and dress up in the clothes

Click the time-travel spinner to return to the Wardrobe Room and choose another place to explore



Click to write a letter back home or to the girl you're visiting

Click to read about women in the news

Click to read her diary and write in new entries

Click Mitzi for help

Click to quit

Click to design and decorate the clothes. You can then return to this room to dress the doll in your own designs. Plus you can print out paper dolls and the room you've colored yourself.

Of course, each historical room is unique. But in every historical period you can dress up in the clothes, design and decorate the clothes, read and write diaries, write letters, and read about a woman in the news in every room you visit. (Just keep your eyes open—the diaries, letters and news are in different places in each historical room.)

## Historical Room (clothes drawer open)

Click Magic  
Clean to put all  
the clothes back  
in the closet.  
(Or you can drag  
them back  
one at a time.)

To dress, click  
down on a piece  
of clothing. Hold  
the mouse down  
to drag the  
clothes to the girl.  
Let go of the  
mouse when the  
clothes are  
in the right place.



Click Mitzi the  
cat for help.  
Or drag anything  
from the drawer  
over her—  
she knows an  
interesting fact  
about every one  
of them!

## Design and decorate the clothes, the room, and a paper doll

Designing and Decorating Area (click on **Crayon** icon in Historical Room)

Click to use a  
small crayon

Click to use a  
big crayon

Click to choose  
a color

Click to page  
forward; you  
can color  
everything in  
the clothing  
drawer, plus  
the room and  
a paper doll  
of the girl!

Click to choose  
a stamper

Click to get  
more stampers

Click to use the fill  
tool; put the tip of  
the paint directly  
over what you  
want to fill

Click to erase  
everything

Click to undo

Click to return to  
historical room

Click for help

Click to quit

Click to print

### Make a Paper Doll!

When you print, the clothes come with tabs so you can cut them out and dress your paper doll. If you have a color printer, the clothes will print out in the colors you chose. If you have a regular printer, the clothes will be black and white, and you can color them with crayons or markers. **First Ladies Costume Maker** will automatically save what you did last!

## Dress up in the clothes you've designed

Historical Room (after you've designed and decorated clothes)

Click the star to switch between the clothes you've designed and the original clothes



After you've designed and decorated the clothes, your designs go into the drawer. You can dress up in your own designs! (The room keeps its original colors.)

## Read the Diary

Diary Area (click on the **Diary** icon in any Historical Room to come here—the icon looks like a diary from the time)

Click to write your own entry

Click to return to historical room

Click for help

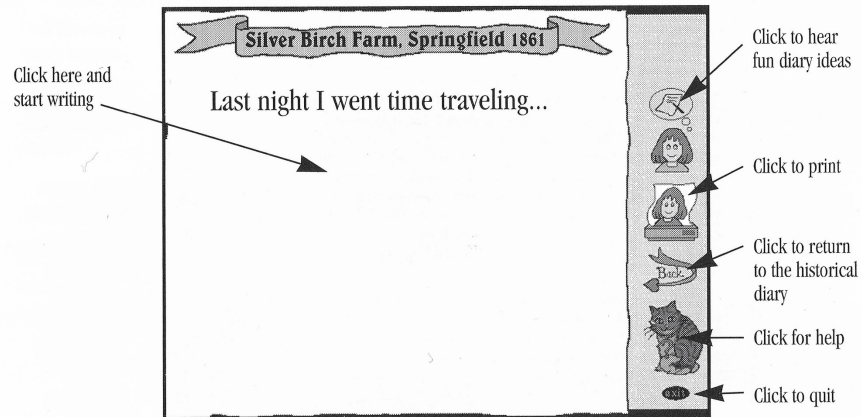
Click to quit

Click to page forward

Read about a special day in the life of the girl you've met back in history—you can learn what her life was like!

## Make a New Day

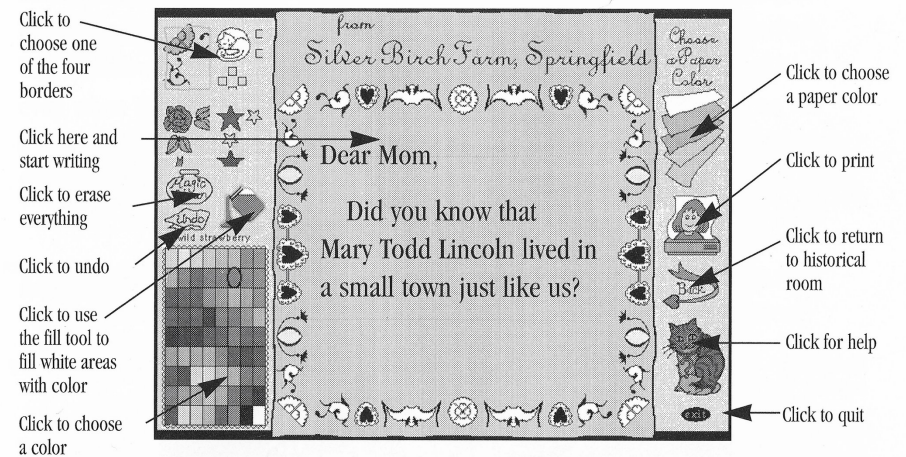
Make your own entry in the Diary (click on the **Make a New Day** icon in the Diary to come here)



Your work is special, so *First Ladies Costume Maker* will automatically save what you did last!

## Write a Letter

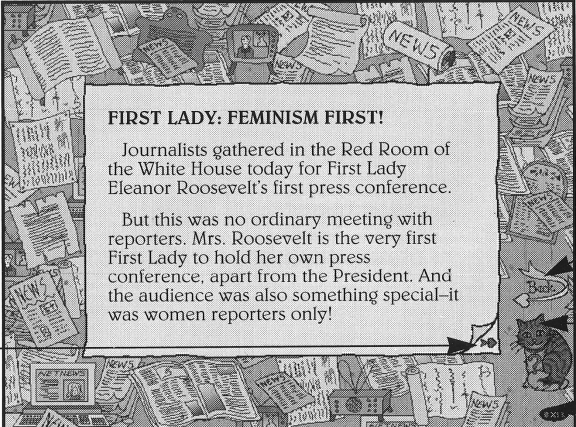
Letters Area (click on the **Letters** icon in any Historical Room to come here—the icon looks like letters from the time)



The first time you go to a letter, you'll see a *letter starter idea*. You can continue the letter, or you can start a new letter. Write to anyone you want—your family, a friend, or to one of the girls you've met back in history. If you have a color printer, the letters will print out in the colors you chose. If you have a regular printer, the letters will be black and white, and you can color them with crayons or markers. *First Ladies Costume Maker* will automatically save what you did last!

## Women in the News

Women in the News Area (click on the **News** icon in any Historical Room to come here—the icon looks like a newspaper from the time)



**FIRST LADY: FEMINISM FIRST!**

Journalists gathered in the Red Room of the White House today for First Lady Eleanor Roosevelt's first press conference.

But this was no ordinary meeting with reporters. Mrs. Roosevelt is the very first First Lady to hold her own press conference, apart from the President. And the audience was also something special—it was women reporters only!

Click to page forward

Click to return to historical room

Click for help

Click to quit

## Extensions for Learning—

### Activities for Kids to do with Parents, Teachers and Friends

*First Ladies Costume Maker* builds an interest in an understanding of history by giving them fun, kid-friendly ways to explore different time periods. But we know you want your kids to be fascinated with history, to explore history, even when they're not playing with *First Ladies Costume Maker* on the computer. To help make that happen, we've included a parent/teacher guide on the CD-ROM with lots of ideas to make history even more fun. There's also a text-extractor utility that works great with E-mail.

- **Extensions for Learning.** An activity guide with fun activity ideas to feed your child's interest in history—there's lots of arts and crafts, fun project ideas, and great book suggestions.
  - Make a costume museum with the clothes from *First Ladies Costume Maker* and give a tour!
  - Embroider a flag like Martha Washington!
  - Make a cameo necklace like Mary Todd Lincoln's!
  - There are lots of things to make, learn, and do.

- Text Extractor. The IBM text-extractor utility allows you to send your child's letter from the past through E-mail (if you have E-mail and an Internet connection).

- Use the tool to extract a letter your child has written, then paste it into an E-mail message.
- Show the grandparents what their grandchild wrote!
- Help her E-mail her letter to one of her friends!
- E-mail it to the IBM web site—we'd love to see what your child writes!

**For More Information on IBM/Crayola Products:**

visit our website at <http://www.ibm.com/pc/us/software/>

**Customer Service:** To order products or inquire about a purchase, please call (800) 508-1496.

## Technical Support

---

If you have a problem installing or using *First Ladies Costume Maker*, please consult the Troubleshooting Tips of the ReadMe on the CD-ROM.

### 24-Hour Automated Support by Phone

Toll-free automated support and fax services are available 24 hours a day, 7 days a week. The automated support system contains the answers to our most frequently asked question and can provide printed copies of the solutions via FAX, e-mail or through our web site. To use this system, call (800) 320-8381 and follow the simple instructions.

To receive a catalog of available documents, e-mail: [solutions@edmark.com](mailto:solutions@edmark.com). In the subject or body of the message, type: catalog.

### To contact a Technical Support Representative by Phone

Call us at (425) 556-8822, during the following hours (Pacific Time):  
9am to 8pm - Monday through Friday (Holiday hours may vary.)

Please have your computer turned on and ready to use when you call us.

### Technical Support by FAX

FAX us at (425) 556-8940, 24 hours a day, 7 days a week. Specify "Technical Support" in the header.

Automated FAX responses may also be requested via our automated support system. See Automated Support above.

**Technical Support by Electronic Mail**

You can contact us at the following e-mail addresses:

For PC: pctech@edmark.com

For Macintosh: mactech@edmark.com

Answers to frequently asked questions may be obtained via our automated e-mail response system. To receive a catalog of available documents, e-mail: solutions@edmark.com. In the subject or body of the message, type: catalog.

**Technical Support by US Mail**

You can also send us mail to the following address:

Edmark Corporation  
Attention: Technical Support  
P.O. Box 97021  
Redmond, WA 98073-9721

Availability and fees of support services are subject to change or discontinuance without notice.

**Proof of Entitlement**

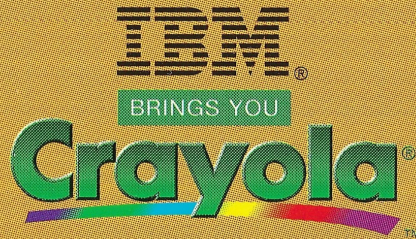
P/N: 4227697

Title: IBM Brings You Crayola® First Ladies Costume Maker CD-ROM  
Mac/Windows

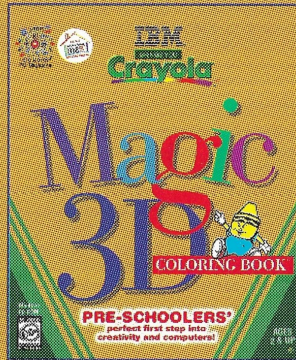
Quantity: 1

This is your proof of entitlement to use this product, subject to the applicable terms and conditions, in the quantity stated.

©1998 IBM Corporation. All rights reserved. IBM is a registered trademark and Magic 3D Coloring Book, Print Factory, Magic Princess and Magic Wardrobe are trademarks of International Business Machines Corporation. Crayola, the serpentine and chevron designs and crayon characters are registered trademarks and the rainbow/swash design is a trademark of Binney & Smith. Used under license. Printed in USA.



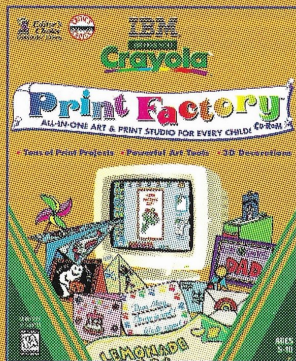
**LOOK FOR THESE EXCITING**  
**IBM® BRINGS YOU CRAYOLA® CD-ROMs**  
Each sold separately, subject to availability



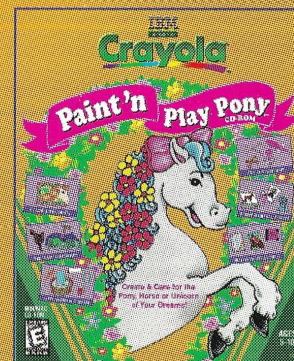
**Magic 3D  
Coloring  
Book™**  
Pre-schoolers'  
perfect first  
step into  
creativity and  
computers!



**Magic  
Wardrobe™**  
Design authentic  
fashions and  
create exotic  
paper dolls  
from history!



**Print  
Factory™**  
The all-in-one  
art and print  
studio for  
every child!



**Paint 'n Play  
Pony™**  
Create and Care  
for the Pony,  
Horse or Unicorn  
of your Dreams!

To order IBM's Crayola software, go to  
<http://www.ibm.com/pc/us/software/>  
or call 1-800-508-1496